LEON YOUNG SOFTWARE CO.

FEBRUARY/MARCH NEWSLETTER

Welcome to our first newsletter for Amstrad and Commodore 16 as well as VZ-200 owners. We are pleased to bring you many hints for these computers on this, LYSCo's, first anniversary.

EXTENDED CHRISTMAS

To celebrate our first birthday, we will be extending our successful Christmas Pack offer. It still contains all twelve games and remains priced at $29.95. It has now been re-named "Birthday Pack".

HELPFUL HINTS

In this issue we have extended our hint column to cover the Amstrad CPC-464 and Commodore 16. We now have one of the biggest hint columns around.

VZ-200 BEEP

To disable the keyboard beep on the VZ-200
(as well as the SOUND command), enter:

```
POKE 30779,0
```

To enable the keyboard beep and SOUND command, enter:

```
POKE 30779,1
```

Hint by Darren Parmenter

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MORE VZ-200 ABBREVIATIONS

1. When using FOR-NEXT loops it is easier to use commas followed by the variables. For example:

```
10 FOR A=1 TO 100
20 FOR B=1 TO 100
30 FOR C=1 TO 100
40 NEXT:NEXT: NEXT
```

Line 40 could be replaced by:

```
40 NEXT C,B,A
```

2. With the SOUND command it is possible to use semi colons to separate the different notes. For example:

```
10 SOUND 20,1;SOUND  22,1;SOUND  24,1;SOUND  26,1
20 SOUND  28,1;SOUND 30,1
```

can be replaced by:

```
10 SOUND 20,1;22,1;24,1; 26,1;28,1;30,1
```

Hint by Steven Zigomanis

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A UNIVERSAL ABBREVIATION

This short form PRINT statement was sent in for the VZ-200 but on testing it was found to work on the Commodore 16 and Amstrad as well. It is a fairly standard abbreviation that will work on many other micros. The abbreviated PRINT is a question mark. Here is an example:

10 PRINT

Can be replaced by:

10 ?

On listing the question mark will be replaced by the PRINT statement.

This hint is particularly useful on the VZ-200 as a BASIC line is, for editing reasons, limited to a mere sixty four characters in length. By using the abbreviated PRINT statement you are left with an extra four characters on the line. Of course if you list the line and then try to edit it you will lose the extra four characters.

Hint by C. Bryant.

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TWELVE MONITOR COMMANDS FOR THE COMMODORE 16

The Commodore 16 has a very handy built-in machine code monitor. Unfortunately the manual does not list the relevant commands to use within the monitor, so here they are:

A - Assemble
~~B~~ - Disassemble
M - Memory ASCII dump
L - Load
S - Save
V - Verify
C - Compare
R - Register
G - Go
H - Hunt
F - Fill

Thank you to the assistant in Computers Everything for this list.

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AMSTRAD IN's AND OUT's

1. While the Amstrad is neither loading nor saving the PLAY button on the cassette unit is disabled.

   To enable it, type:

   OUT 512,16

   and to disable it again, type:

   OUT 512,0

   This is very useful if you wish to incorporate recorded speech or a recorded sound track into your programs.

2. The Amstrad's display can be horizontally scrolled by entering:

OUT 256,I

where I is the number of positions you wish to screen to be scrolled to the left. The display wraps around to the right side of the screen. Each position is one fourtieth of the text screens width.

Hint by T. Harkness,
Voorschoten,
Holland.

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SCREEN DUMP TO MEMORY

Here is a 24 byte machine code routine to dump and retrieve the screen to and from another part of memory. Its operation is almost instantaneous. This is an assembler listing:

```
DUMP:       LD BC,&4000
            LD HL,&C000
            LD DE,&6B7A
            LDIR
            RET

RETRIEVE:   LD BC,&4000
            LD HL,&6B7A
            LD DE,&C000
            LDIR
            RET
```

In this listing, BC is set to the number of points on the screen, i.e. 16384 (&4000).

For the DUMP, HL is the first point on the screen (&C000) and DE is the start location at which the screen is dumped to (&6B7A), 16K below the top of BASIC memory.

LDIR loads the location pointed to by HL into the location pointed to by DE. This is repeated 16384 times (&4000).

The process is reversed for retrieval of the screen.

Here is the BASIC loader for these routines:

```
10  MEMORY &6B5F
20  FOR N= &6B60 TO &6B77
30  READ X
40  POKE N,X
50  NEXT N
60  DATA 1,0,64,33,0,192,17,122,107,237,176,201
70  DATA 1,0,64,33,122,107,17,0,192,237,176,201
```

To execute these routines from BASIC, enter:

CALL &6B60

To dump the screen and:

CALL &6B6C

to retrieve it.

If you have a hint, and would like to see your name in print, send it to the address on our catalague.

HALL OF FAME

Since the last issue, two people have obliterated the Asteroid Field high score of 3,700 points. CLEMENT HIRST scored a massive 15,170 points which was a new high score at the time. Then days later, before he had a chance to get listed in the Hall of Fame, ANGIE ZIGOMANIS sent in her phenomenal score of 15,840. We congratulate both players who each received $5.00 credit with us. The Hall of Fame now looks like this:

CAVERNS OF VENUS	3,181 points	Frank Louwdyk
GOLDMINE ADVENTURE	21,865 points	Frank Louwdyk
ASTEROID FIELD	15,840 points	Angle Zigomanis

The following games are still to have their high scores broken:

TWO-UP	$ 800.00
SLOT MACHINE	$ 8.00
RUSSIAN ROULETTE	$1,000.00

MARS LANDER	500 points
ALIEN ESCAPE	5,000 points
CUB SCOUT	500 points
LITTLE PACKER	5,000 points
BEAT THE BUG	350 points

If you break any of the above high scores, please send us your name, address, the name of the program you achieved the score on, and of course the score. Please include the signatures of two witnesses along with a large stamped, addressed envelope. All high score holders will receive $5.00 towards the purchase of their next program from LYSCo.

Adventurers can now enter the Hall of Fame as well. If you complete any of our adventures (without cheating) please send us the relevant details along with two witness' signatures and a large stamped addressed envelope. The first person to complete a particular adventure will receive $5.00 credit with us. However, anyone who completes an adventure whether or not they are the first, will join our Hall of Fame.

BACK ORDERS

If you would like to receive either our October or November 1984 Newsletter, please send a large stamped addressed envelope to us requesting the month(s) you require.